

CLAIMS

1        1. A computer system comprising:

2              a memory device to store a plurality of texture coordinates associated with vertices of

3              three dimensional objects;

4              a graphics device to couple to said memory device and to process internal texture

5              coordinates for display; and

6              a mapping system to appropriately route select ones of said plurality of texture

coordinates from said memory device to said graphics device.

1        2. The computer system of claim 1, further comprising a display device to display an image

2              based on an output of said graphics device.

3. The computer system of claim 1, wherein said graphics device comprises a plurality of

2              mapping engines each to process a separate one of said internal texture coordinates.

1        4. The computer system of claim 3, wherein said graphics device further comprises a plurality

2              of registers, each corresponding to a separate one of said plurality of mapping engines.

1        5. The computer system of claim 4, wherein a value within each of said registers corresponds

2              to a source of the texture coordinate for said corresponding mapping engine.

1       6. The computer system of claim 5, wherein said source comprises one of: a default and one  
2       of said plurality of said texture coordinates in said memory device.

1       7. The computer system of claim 4, wherein said mapping system assigns a value into each  
2       register to select the appropriate texture coordinate.

1       8. A computer system comprising:

2           a memory device to store a plurality of texture coordinates associated with vertices of  
3       three dimensional objects;

4           a graphics device having a plurality of mapping engines each to map at least one of  
5       said objects based on a plurality of internal texture coordinates; and

6           a mapping system to transfer select ones of said plurality of texture coordinates in said  
7       memory device to said mapping engines without transferring unselected ones of said plurality of texture  
8       coordinates from said memory device to said graphics device.

1       9. The computer system of claim 8, further comprising a display device to display an image  
2       based on an output of said graphics device.

1       10. The computer system of claim 8, wherein said graphics device further includes a plurality  
2       of registers, each corresponding to a separate one of said plurality of mapping engines.

1       11. The computer system of claim 10, wherein said mapping system assigns a value to each  
2       register so as to select a source of the internal texture coordinates for each of said mapping engines.

3        12. The computer system of claim 11, wherein said source comprises one of: a default and  
4        one of said plurality of said texture coordinates in said memory device.

1        13. A graphics device for creating an image based on internal texture coordinates received  
2        from a memory device, said graphics device including a plurality of mapping engines and a plurality of  
3        registers, each register corresponding to a source of texture coordinate values for one of said mapping  
4        engines.

1        14. The graphics device of claim 13, further comprising a display device to display said image  
2        based on an output of said graphics device.

1        15. The graphics device of claim 13, wherein said source comprises one of: a default and one  
2        of a plurality of said texture coordinates stored in said memory device.

1        16. The graphics device of claim 13, wherein a mapping system appropriately selects the  
2        texture coordinates for routing to each of the mapping engines.

1        17. A method comprising:  
2              receiving a plurality of texture coordinate values in a memory device, said plurality of  
3        texture coordinates being associated with vertices of three dimensional objects;  
4              selecting ones of said plurality of texture coordinate values for mapping of at least one  
5        of said objects; and  
6              transferring said select ones of said plurality of texture coordinates values from said

7 memory device to mapping engines.

1           18. The method of claim 17, wherein said select ones of said plurality of texture coordinates  
2 are transferred from said memory device to said mapping engines without transferring unselected ones  
3 of said plurality of texture coordinates.

1           19. The method of claim 17, wherein said selecting comprises associating a source of texture  
2 coordinates for each of said mapping engines.

1           20. The method of claim 19, wherein said associating comprises, for each mapping engine,  
2 setting a value of a register corresponding to said each mapping engine.

1           21. The method of claim 20, wherein said value corresponds to one of: a default value and one  
2 of said plurality of texture coordinates values.

1           22. A program storage device readable by machine, tangibly embodying a program of  
2 instructions executable by the machine to perform a method comprising:  
3           selecting ones of a plurality of texture coordinate values in a memory device, said  
4           plurality of texture coordinates values being associated with vertices of three dimensional objects; and  
5           transferring said select ones of said plurality of texture coordinates values from said  
6 memory device to mapping engines.

- 1        23. The program storage device of claim 22, wherein said select ones of said plurality of
- 2              texture coordinates are transferred from said memory device to said mapping engines without
- 3              transferring unselected ones of said plurality of texture coordinate values.

  

- 1        24. The program storage device of claim 22, wherein said selecting comprises associating a
- 2              source of texture coordinates for each of said mapping engines.